



Design Researcher

Fabian Hemmert aims to make the constantly evolving technology easy and intuitive to use and shows that design can also add a haptic dimension to interaction with the digital world. Fabian Hemmert is Professor of Interface and User Experience Design in the Industrial Design Department at the University of Wuppertal .

Fabian Hemmert studied media design and interface design at the University of Bielefeld and the Potsdam University of Applied Sciences. During his studies he worked for Nintendo Europe and Marvel Comics. For his doctoral thesis at the University of the Arts in Berlin, he conducted research in cooperation with Deutsche Telekom Laboratories. The topic of his thesis included the question of how today's technology can be experienced in a more physical and thus human way. His subsequent research at the Design Research Lab of the Berlin University of the Arts focused primarily on "invisible" communication. Sometimes crazy ideas show the importance of mass, form and haptics of electronic devices. In the summer semester of 2014, he worked as a substitute professor for interface design at the Muthesius Academy of Fine Arts in Kiel, and since 2016 he has been a professor for interface and user experience design at the Bergische Universität Wuppertal.

The Wuppertal scientist is a welcome guest speaker at various events such as TED Global, CeBIT, TEDxBerlin, TEDxSalzburg, TEDxInnsbruck, Lift Conference, the EuroVision TV Summit and at the Chaos Communications Congress. In his talks, Fabian Hemmert aims to provide transformation rather than information, to touch his audience and to give them many new thoughts that will resonate for a long time to come.

Topics (Selection):

- Incredible? A brief history of impossibility - and how innovation is changing our lives •
- Artificial intelligence: a car for the mind? Thinking in the fast lane - or the road to mental obesity?
- Gaming: A tool for education, communication and innovation